

Aleksandr Evgrashin

Senior AR/VR Developer

Lead programmer experienced with fast prototype development, scaling up experimental solutions and leading small research teams. Familiar with a wide range of AR/VR technologies, computer vision and machine learning tasks.

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WORK EXPERIENCE

Head of Software Development

Moebelita GmbH

06/2022 - Present

Innovative startup working on custom AI and visualization solutions

- Managed a team of six developers and researchers creating **AR Diminished Reality** technology. Implemented plugins for Unity3D and Swift that can reconstruct rooms and remove real furniture in an mobile app
- Developed the architecture of a custom Unreal Engine **Pixel Streaming** platform for real estate and e-commerce companies. Delivered universal cloud-rendered configuration software to five different customers
- Established a **streamlined process** for transferring experimental research AI models to finished products. Helped hire and lead a team of developers, CG artists and researchers

AR/VR Architect

Softline Group

02/2022 - 06/2022

IT consulting company for big enterprise customers

- Worked as AR/VR expert with contractor companies. Guided architecture and project plans for three big enterprise **VR training simulators**
- Integrated five new **AR/VR business partners** into company product line (industry digital doubles, VR training platforms, AR assistant, etc)
- Created concept and core architecture for **corporate metaverse** application for VR and desktop platforms

Senior AR/VR Developer

Sber AR/VR Lab

07/2018 - 02/2022

R&D department developing AR/VR technologies for b2b and b2c

- Lead the development of a **Visual Positioning System** with sub-meter accuracy. Integrated it as AR Landmarks Filters for mobile apps ([link](#))
- Developed the core architecture, UI, and CMS of an **AR Navigation** app using Unity3D. Scaled up the solution for five business centers with two thousand employees ([link](#))
- Developed the API, architecture, motion capture pipeline, and plugins for the **Digital Humans Service**. Provided developers tools to transform speech into realistic digital avatar animation ([link](#))
- Prepared tasks for **SCRUM sprints** and reviewed plugins development for Swift, Kotlin, Unity3D and Unreal Engine

Unity3D Developer

Interactive Lab

11/2017 - 07/2018

Studio creating AR/VR experiences for events and expos

- Implemented the UI and core architecture of **three different VR showrooms** for the large real estate developer ([link](#))
- Built the flight-control module inside Unity3D for **Sibur-Wilson drone live show** with twelve simultaneously flying copters ([link](#))
- Lead development of two **arcade VR games** for the federal chain of entertainment businesses
- Integrated the Optitrack tracking and synchronization system in Unity3D for the **SAP Forum Opening** live AR show

TECHNICAL SKILLS

Programming languages

C#, Python, Swift, C++

Tools

Unity3d, Unreal Engine, Visual Studio, Xcode, PyCharm, Git, Blender, Autodesk Maya

Mobile AR frameworks

Vuforia, AR Foundation, ARKit, ARCore, OpenCV

AR/VR headsets

Oculus, Vive, Hololens, Magic Leap

Tracking systems

Optitrack, Antilatency, Mo-Sys, Vive Trackers

Volumetric capture systems

Volucams, Microsoft Kinect, Intel RealSense

EDUCATION

MSc in Information Technologies

MIREA - Russian Technological University

2017 - 2020

BSc in Information Technologies

Samara State Aerospace University

2013 - 2017

PUBLICATIONS

Patent

Method and system for determining the location of the user [↗](#)

2021-11-17

Patent

System for recognising faces and constructing a route using augmented reality tool [↗](#)

2020-01-28

OPEN SOURCE PROJECTS

GPT language models for Unity3d [↗](#)

Speech recognition for Unity3d [↗](#)

Liquid simulation framework [↗](#)